

Quin Scacheri

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EDUCATION

New York University, New York, NY

May 2020

Bachelor of Music in Music Technology, GPA: 3.64

Minors: Computer Science, Web Design

RELEVANT COURSES

Agile Software Development and DevOps, C Programming in Music Technology, Digital Signal Theory, Digital Signal Theory II, Computer Systems Organization, Data Structures, Interactive Computing, Product Design, Web Design, Web Development, Computer Music Synthesis, Game Audio, Music Theory I-IV, Aural Comprehension I-IV

EXPERIENCE

Axiotl, Tucson, AZ

July 2020 - present

Front-End Web Developer

Designing a genomics data visualization web platform using React

Eventide, Little Ferry, NJ

May 2019 - August 2019

C++ Audio Software Development Intern

Developed user interfaces for audio software plug-ins, primarily the Octavox harmonizer

Orion, New York, NY

October 2019 - present

C++ Software Developer

Developing the front-end interface for the Orion Audio beatboxing plug-in which converts audio beatboxing to MIDI

New York University MusEDLab, New York, NY

January 2018 - May 2020

Software Developer

Designed audio plug-in versions of the MusEDLab's music education web apps Groove Pizza and aQWERTYon, as well as a custom music library for MIT's Scratch

New York University, New York, NY

September 2017 - May 2020

Recording Studio Technician

Maintained recording studios and assisted students and faculty with use of the recording studios

New York University, New York, NY

July 2018

Summer Institute of Music Production Technology Recording Studio Instructor

Taught high school students the concepts of music recording and production through hands-on studio use

PROJECTS

Ringo

Concept Designer and Fullstack Developer

An independent project creating a web-based programming environment similar to Max/MSP. Ringo can be found at ringo-lang.com

Infinite

Lead React Developer

Web app that allows remote music ensemble performance by minimizing latency. Infinite can be found at <https://corelink.hpc.nyu.edu/infinite/beta/login> (no password needed)

Groove Pizza Plug-In

Sole C++/JUCE Developer

Audio plug-in version of the circular sequencer web app Groove Pizza originally created by the NYU MusEDLab

Magenta Beats Plug-In

Concept Designer and C++/JUCE Developer

An independent project creating an audio plug-in that uses Google's Magenta AI tools to create new drum beats based on a user's input sequence

SKILLS

Computer Languages

JavaScript, TypeScript, React, HTML, CSS, Sass, C++, C, C#, Swift, Python, Java, PHP, Max/MSP, JUCE framework, Matlab

Development Tools

Git, Xcode, VisualStudio, TravisCI, Docker, Bash, MongoDB, Hasura

Software

Unity, Photoshop, Illustrator, Word, Excel, PowerPoint

Operating Systems

MacOS, Windows, Linux/Unix

Digital Audio Workstations

Pro Tools, Logic, Ableton, Reaper, Studio One, Cubase

Instruments

Guitar, Electric Bass, Erhu, Keyboard